

Cabela's DANGEROUS HUNTS 2™



ACTIVISION



Cabela's

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XBOX

AMERICAN CHOPPER™ 2 FULL THROTTLE



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms; children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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DEFAULT CONTROLS



CONTROLS	GARAGE	GAMEPLAY
Left Thumbstick	Menu Navigation	Steering
Right Thumbstick	Rotate around the chopper (assemble/paint areas only)	Accelerate / Back Up
Directional Pad	Menu Navigation	Down (hold): Rear View
A Button	Select/Skip Camera	Accelerate (pressure sensitive)
B Button	Back	Action (context sensitive)
X Button	Hide/Show (toggle)	Front Brake
Y Button	Part Info	Slide (50 mph or faster)
R Trigger	Zoom In (assemble/paint areas only)	Accelerate
L Trigger	Zoom Out (assemble/paint areas only)	Rear Brake (hold to back up)
● Button	Not Used	Shift Up (manual transmission)
○ Button	Not Used	Shift Down (manual transmission)
START	Not Used	Pause Menu
BACK	Not Used	Not Used

Manual transmission is available by changing your gearbox in the Options menu.

CHOPPER RIDING TIPS

Braking

All bikes have a front and rear brake, which can be used individually. Use both brakes at the same time for maximum stopping power.

Power Slides

To perform a controlled power slide, apply the rear brake while turning.

Chopper Slides

You can slide under semis by performing a slide maneuver. Simply press the Slide button (**Y** button) while traveling 50 mph or faster to perform this stunt.

Wheelies

Pull back on the left thumbstick while accelerating to perform a wheelie.

Backing Up

You can only back up while a bike is in neutral. Press and hold the alternate brake button or press down on the right thumbstick to back up.

Burnout

To perform a controlled burnout, come to a complete stop, apply the front brake, accelerate, and then steer the bike left or right.

Drag Racing

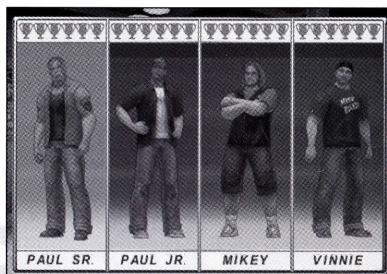
Drag races are always performed in manual transmission. Upon entering a drag race, your transmission is always set to manual. After the race is completed, the transmission will automatically be set back to whatever settings your controls were previously set to.



THE GARAGE

Select a Character

In American Chopper 2, you will be playing as Paul Senior, Paul Junior, Mikey, and Vinnie. You can switch characters at any time during the game. Each character has unique missions and their own bike to build. You must play as every character to win the game.



The trophies at the top of each character in the character selection screen represent your current progress. It will show you how many levels you have played, as well as what medal you have earned (bronze, silver, or gold).

THE GARAGE MENU

The garage serves as your home where you will build and paint your bikes, unlock new parts, and select missions. The following is a list of things you can do from the garage:

Assemble: Assemble and build your custom bike.

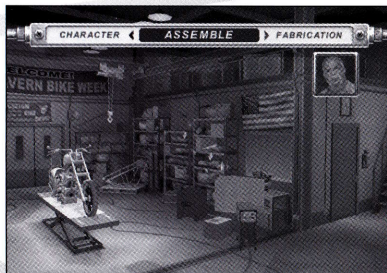
Fabrication: Unlock parts using fabrication points that you earn during the game.

Paint: Give your bike a custom paint job.

Missions: Select a mission, unlock new bikes, and earn new parts for your bike.

Show Room: View the bikes from the T.V. show.

Options: Change game options like audio settings, vibration, and gearbox type.



Save Game: Save your progress.

Load Game: Load a previously saved game.

Character: Switch to a different character.

Extras: Watch unlocked movies.

Camera Skip

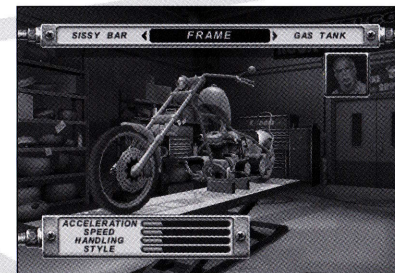
When you make a selection in the garage, the camera will move through the garage to the selected area. If you prefer, you can instantly move to the selected area by pressing the **A** button while the camera is moving.

CHOPPER ASSEMBLY

You will have the opportunity to build four custom choppers in the game — one for each of the playable characters. To begin, select the Assemble option from the garage menu.

Instant Bike Option

When entering the Assemble menu for the first time, you will be asked if you would like to have a bike assembled for you. Select yes if you would like a chopper automatically assembled with basic parts. Select no if you prefer to hand pick the parts yourself. You will not be able to drive the bike in the game until you have put all of the necessary components on the bike. Also, some parts cannot be placed on the bike until a prerequisite is in place. For example, you cannot put an exhaust on the bike until you have first picked an engine.





Navigation

Rotate around your chopper by using the right thumbstick. Zoom in and out by using the **R** and **L** triggers respectively. You can also hide the menu to get a full view of your bike by pressing the **X** button.

Chopper Attributes

The parts that you add to your bike can affect the performance of the bike while riding. The following items can be affected:

Acceleration: How quickly your bike gets up to speed.

Speed: Top speed of the chopper.

Handling: Turning and maneuverability.

Style: Style multiplier (see description below).

With any part selected in the Assemble menu, you can press the **Y** button to access part information. Here you will find the part name, description, and information on how the part will affect the bike when it's applied to the bike.

Style Multiplier

Your style multiplier affects how quickly you can gain style points during missions. At the end of the mission, style points will translate into fabrication points that you can use to unlock parts in the garage. See the gameplay section for more information about style points.

Unlocking New Parts

New parts can be unlocked by earning medals during missions or spending fabrication points in the fabrication menu.

PAINTING

Nearly every part on your chopper can be painted. To paint the parts, simply select them from the menu and choose the color you want to apply.

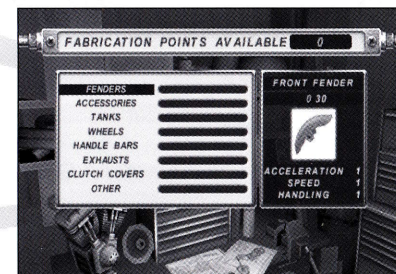
Paint Themes

Certain parts can be painted with theme paint jobs. If the part can have a theme paint job, it will appear in the menu as a design graphic with colors on each side. The color on the left represents the base color, and the color on the right is the secondary color for the theme.



Fabrication

Earn fabrication points during the game then apply them in the Fabrication menu to unlock new parts. Parts must be unlocked in succession. Each time you fill up the fabrication meter, a new part will be unlocked in the Assemble menu.



GAMEPLAY

Mission Selection Screen

Earn parts, trophies, fabrication points, and beat the game by playing missions. Every mission is unique. Use the mission selection screen to figure out what you need to do to earn specific trophies. You can view mission objectives or details during a mission from the pause menu.

Trophies

In every mission you can earn one of three different trophies. Each trophy provides you with access to different parts. If you earn gold, you will unlock silver and bronze parts as well; if you earn silver, you will also unlock bronze. Earning a bronze trophy only unlocks bronze parts.



HEADS UP DISPLAY



Place / Lap
(Races only)

Map

Speedometer

Style Points

Damage

Speedometer / Tachometer / Gear: This displays your speed, gear, and RPM.

Damage Meter: This is a measure of your bike's physical condition. This meter increases whenever your bike crashes into something. If the bar fills, your bike is totaled and your mission will end.

Style Points: Style points are earned during a mission from successful near misses, hitting objects, chopper slides, and other stunts.

Map: A map of the surrounding area.

Map Legend:

White Arrow - You

Red Arrows - Opponents

Flashing Red, White, and Blue Arrows - Opponents in pursuit

Dark Green Dot - Next checkpoint

Light Green Dot - Checkpoint after next

Gold Star - Police



Quick Start

You can get an extra boost of speed at the beginning of a mission by revving your RPM between 3 and 4 thousand RPM during a race start. Look for the blue indicator on the tachometer gauge. Hold the RPM within the threshold, and immediately accelerate at the start of the race or on the word "Go!"

Style Points

Earn style points by doing stunts during gameplay. There are many ways to earn style points. Near misses with oncoming traffic, jumps, chopper slides, knocking bikers off their bikes, accurate driving, and scaring pedestrians are all ways to gain points. You will lose style points for doing things like knocking down pedestrians, getting knocked off your bike, or crashing. At the end of a mission, the points are tallied, and they will count towards your fabrication points which allow you to unlock parts in the garage.

Drag Racing

Some missions have drag races. When you enter a drag race, your controls will change to manual, and you will need to shift gears using the shift up and shift down buttons. Try shifting up gears when the needle on the tachometer reaches 6 (6,000 RPM) for maximum acceleration and speed.



CREDITS

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General Manager
Dave Oxford

Vice President of Studios
Patrick Kelly

Vice President of Sales
Tim Flaherty

Vice President of Marketing and Creative Services
Mark Meadows

Legal
Joe Hedges

STUDIO GROUP

Producer
Chris Owen

Associate Producer
Aaron M. Thompson

Director of Product Development
Chip Pedersen

Technology Manager
Chris Arends

Supervisor of Quality Assurance
Jason Lembcke

QA Lead
Dean Fingerholz

QA Team
Jeremy Andresen
Stephen Crayton
Paul Ference
Jeremy Huisheere
Adam Hunter
Kyle Kleven
Brian Kuyath
Madison Meahyen
Steve Myers
Andy Owen
Bob Paterson

Matt Reese
Adam Rogers
Nick Tomlinson
Matthew True
Justin Westplate
Thanuvong Yang

Supervisor of Technical Requirements Group
Chad Schilling

Technical Requirements Group
Rasheem Harris
Matt McCullough - Project Lead
Jon Pho

SALES

Sales Director
Jennifer Mirabelli

Regional Sales Director
Jim Holland

Director Bus. Development
Brian Johnson

Sales/Marketing Coordinator
Robbin Livernois

Sales Assistant
Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

LICENSING

Senior Brand and Licensing Manager
Andy Koehler

OPERATIONS

Director of Operations and Planning
Mike Groshens

TECHNOLOGY DEPARTMENT

Information Systems Administrator
Bob Viau

THANKS

Ann Beggs
Randy Beverly
Mike Dalton
Keri Gross
Donna Johnston
Nicole Lindstrom
Jeff Muench
Alex Neuse
Kurt Niederlof
Janet Paulsen
Mike Roska
Andy Spohn
Steve Williams

SPECIAL THANKS

Steve Beachamp
Randal Berger
Jim Miller
Randy Ryan
Brian Talbot

SERVICES

SCRIPTWRITERS

The Freeman Group
David Freeman
Mary-Louise Gemmill
Glenn Benest
Frank Baldwin

Additional Writing
Steve McInerny
John Layman

SOUND ENGINEER
Martin Kelly

CONCEPT ARTIST
Jeff Fisher

LEISURE INC.

President
Rick Polk

Director of Design
Neil Amundsen

Parts Bin Conceptualists
Dan Anderson
Noah Hammersten

AUDIO AND SOUND SERVICES

Bell Sound Studios
HamsterBall Studios
Omni Interactive Audio
Splice Here
Voice Works Recording Studio

DISCOVERY CHANNEL

General Manager
Jane Root

Senior VP, Strategic Partnership & Licensing
Sharon M. Bennett

VP Domestic Licensing
Michael Malone

VP, Creative, Strategic Partnership & Licensing
Elizabeth Bakacs

Product Development Manager
Dana Newbold

Manager, Talent Relations
David Schaefer

Special Thanks
Paul Teutul Sr.
Paul Teutul Jr.
Mikey Teutul
Vinnie DiMartino
Mike Rowe



CREAT STUDIOS CREDITS

Executive Producer
Vladimir Starzhevsky

Producers
Mikhail Glazyrin
Jonathan Chmura

Associate Producers
Mike Fedorov
Gleb Yaltchik

Project Coordinators
Stan Bogdanov
Olga Sokolova

Lead Programmer
Anatoly Akhmedov

Lead Game Designers
Dmitry Voronov
Aleksey Rehlav

Art Directors
Andrey Povarov
Andrey Kalukin

3D Art Production Director
Dmitry Astakhov

Lead Level Modeler
Maxim Klochkov

Assets Production Manager
Akjol Abdulin

Lead Character Modeler
Andrey Gromov

Lead Integrator
Ilya Pshenichniy

Sound Director
Alexander Dudarev

Game Designers
Alexander Lohov
Dmitry Sapelkin

Scripters
Denis Abramov
Artem Kolbasin
Viktor Nakidailo
Ilya Safyannikov

Senior Programmers
Nikolay Dodonov
Ivan Gavrenkov
Evgeny Ivanov
Alexey Kuznetsov

Programmers
Kerim Borchaev
Alexandr Dolbilov
Igor Goryagin
Dmitry Karpov
Boris Karulin
Rostislav Khlebnikov
Nikolay Platonov
Vladimir Saprnov
Alexander Shafranov
Anthony Yakovlev
Eugeny Zayakin

Technology Group
Stanislav Volodarskiy
Yury Zolotukhin

3D Artists
Artem Artemiev
Dmitry Astapkovich
Blagoj Borisov
Olga Budanova
Ekaterina Eliseeva
Ekaterina Fedorova
Natalja Fedorova
Tatyana Glazyrina
Natalya Gracheva
Elena Martianova
Anton Oparin
Irina Pleshak
Ilya Popenker
Irina Shostik
Oleg Zaitsev
Alla Zubakova

2D Artists
Ilya Mavidi-Rudnev
Sergey Nikitin
Alexandr Sekirash
Oleg Tutunnikov

UI Art
Maxim Kazakov
Dmitri Albert

Lighting Art Team
Olga Cheremisova
Stanislav Volodarskiy

Animators
Olga Borisova
Denis Demyanov



Yuriy Ilin
Tatyana Pushkareva
Alexey Rubel
Andrey Tarnovskiy
Vladimir Uryashov
Oleg Zaika

QA Lead
Roman Klochkov

QA Team
Dmitry Fentsik
Daniel Pleshak
Olga Yaltchik

Cinematic Producer
Stan Bogdanov

Cinematic Director
Vladimir Alexandrov

Cinematic Technical Director
Andrey Tarnovsky

Cinematic Sound Director
Alexander Dudarev

Cinematic Team
Akjol Abdulin
Artem Artemyev
Dmitry Astapkovich
Blagoj Borisov
Olga Budanova
Denis Demyanov
Tatyana Glazyrina
Andrey Gromov
Ekaterina Fedorova
Ilya Mavidi
Anton Oparin
Ilya Popenker
Tatyana Pushkareva
Alexey Rubel
Vladimir Uryashov
Oleg Zaitsev
Sergey Zubakov

Game Intro
Sergey Debezhev
Vladimir Alexandrov
Sergey Belik

Motion Capture by Giant Studios

Producer
Greg Philyaw

Technical Director
Addison Bath

Associate Producer
Ryan Adams

Motion Edit
Ken Murano

Database
Pam Hammond

Additional Art by Driver-Inter, Ltd

Art Manager
Alexander Alexandrov

Artists
Andrey Efimov
Danas Glodas
Dina Lesovaya
Sergey Lebedev
Sveta Polohina
Vladimir Akishin

Additional Programming by Driver-Inter, Ltd

Project Manager
Max Plotnikov

Programmers
Anton Zherzdev
Eugene Shaprin
Fedor Moiseev
Paul Smirnov

Special Thanks
Anna Boykova
Anton Kozyrev
Dmitry Makarov
Bob Pariury
Anton Petrov
Mikhail Pilugin
Daniel Prouslina
Andrey Shalyopa
Sergey Shipilov
Sergey Zubakov
Parakeet Basilosheviller (Basya)
and everyone at CREAT Studios

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Activision UK

Senior VP
Tricia Bertero

Emerging Markets and Business
Development Manager
Peter King

Senior Localisation Manager
Tamsin Lucas

Localisation Project Manager
Charlie Harris

Creative Services Manager
Jackie Sutton

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Heather Clarke

Production Planners
Lynne Moss
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